

A TREATISE ON BILLIARDS,

WITH
INSTRUCTIONS and RULES

For the following GAMES; *viz.*

The White Winning Game.	The Red Losing Game.
The White Losing Game.	Fortification Billiards,
The Red or Carambole Winning Game.	with Rules and Regulations for every Method of playing the Game.

COMPREHENDING

The original RULES, regulated as they are now played, and more fully explained and enlarged;

WITH

DIRECTIONS for the Conduct of the PLAYERS and of the BETTERS, &c. never before published.

TO WHICH ARE ADDED,

The Common ODDS which are laid on the HAZARDS, as well as on the Game at BILLIARDS, from One Point being given, to Six, inclusive.

By JOHN DEW, a Marker,

Well known to be experienced in the practical as well as theoretical Parts of Billiards, upwards of Thirty Years.

L O N D O N :

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THE Game of Billiards is not less in Esteem for its Variety and Amusement, than for the fine Exercise it occasions; at the same Time, the Powers necessary for this Game, are so gentle, that it is equally adapted to the Entertainment of the Fair Sex; and many Ladies now play this Game to a very great Degree of Nicety and Perfection.

In order to play this Game well, Attention

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must be given at first to the Method of holding the Mace; to the Position in which the Player should stand, and the Manner of delivering the Ball from the Mace; but these are much more easily acquired by Observation, or by the Direction of a good Player, than by any possible written Rules.

A Person who plays with his Right Hand must stand with his Left Foot foremost; and, on the contrary, he who is Left-handed, must stand with his Right Foot foremost, by which he will stand more steady and firm.

Immoderate Bursts of Passion, and even fretting at trifling Disappointments in the Game, are usually found very prejudicial to the Player; his Nerves being affected, it is impossible for him to make the Stroke with that Steadiness and Nicety the Game requires.

The Game usually played is the White Winning Game.

RULES *for the* WHITE WINNING GAME. 5

RULES and REGULATIONS *to be observed at the*
WHITE WINNING GAME.

The Game is Twelve in Number.

I. **W**HEN you begin, string for the Lead,
and the Choice of Balls, if you please.

II. When a Person strings for the Lead, he
must stand within the Limits of the Corner of
the Table, and likewise must not place his
Ball beyond the stringing Nails or Spots; and
the Person who brings his Ball nearest the
Cushion wins the Lead.

III. If after the first Person has strung for
the Lead, and his Adversary who follows him
should make his Ball touch the other, he
loses the Lead.

IV. If the Player holes his own Ball, either
in stringing or leading, he loses the Lead.

V. If the Leader follows his Ball with ei-
ther Mace or Cue past the middle Hole, it is
no Lead; and if his Adversary chuses, he may
make him lead again.

VI. The Striker who plays at the Lead,
must stand with both his Feet within the Li-
mits of the Corner of the Table, and must
not place his Ball beyond the stringing Nails
or Spots; and his Adversary (only) is bound
to see that he stands and plays fair, otherwise
the Striker wins all the Points he made by
that Stroke.

VII. When a Hazard has been lost in ei-
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ther of the corner Holes, the Leader is obliged (if his Adversary requires it) to lead from the End of the Table where the Hazard was lost; but if the Hazard was lost in either of the middle Holes, it is at the Leader's Option to lead from either End of the Table he pleases.

VIII. If the Striker does not hit his Adversary's Ball, he loses one Point; and if by the said Stroke his Ball should go into a Hole over the Table, or on a Cushion, he loses three Points, *viz.* one for missing the Ball, and two for holing it, &c. and he loses the Lead.

IX. If the Striker holes his Adversary's Ball, or forces it over the Table, or on a Cushion, he wins two Points.

X. If the Striker holes his own Ball, or forces it over the Table, or on a Cushion, he loses two Points.

XI. If the Striker holes both Balls, or forces them over the Table, or on a Cushion, he loses two Points.

XII. No Person hath a Right to take up his Ball without Permission from his Adversary.

XIII. If the Striker, by Accident, should touch or move his own Ball, not intending to make a Stroke, it is deemed as an Accident; and his Adversary, if he requires it, may put the Ball back in the Place where it stood.

XIV. If the Striker forces his Adversary's Ball over the Table, and his Adversary should chance to stop it, so as to make it come on the
Table

RULES for the WHITE WINNING GAME. 7

Table again, the Striker nevertheless wins two Points.

XV. If the Striker forces his own Ball over the Table, and his Adversary should chance to stop it, so as to make it come on the Table again, the Striker loses nothing by the Stroke, and he hath the Lead. Because his Adversary ought not to stand in the Way, or near the Table.

XVI. If the Striker misses the Ball, and forces it over the Table, and it should be stopped by his Adversary, as before mentioned, he loses one Point, and has the Lead, if he chuses.

XVII. If the Striker, in playing from a Cushion or otherwise, by touching the Ball, makes his Mace or Cue go over or past it, he loses one Point; and if his Adversary requires it, he may put the Ball back, and may make him pass the Ball.

XVIII. If the Striker, in attempting to make a Stroke, doth not touch his Ball, it is no Stroke; and he must try again to make a Stroke.

XIX. If when the Balls are near each other, and the Striker by Accident should make his Ball touch the other Ball, it is nevertheless a Stroke, though not intended as such.

XX. If the Striker who plays the Stroke, should make his Adversary's Ball go so near the Brink of a Hole, as to be judged to stand still, and afterwards should fall into it, the Striker wins nothing; and the Ball must be put on

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the same Brink where it stood, for his Adversary to play from the next Stroke. *N. B.* There is no Occasion for challenging the Ball if it stops, as some Persons imagine.

XXI. If the Striker's Ball should stand on the Brink or Edge of a Hole, and if in playing it off he should make the Ball go in, he loses three Points.

XXII. If a Ball should stand on the Brink or on the Edge of a Hole, and it should fall into the Hole, before or when the Striker has delivered his Ball from his Mace or Cue, so as to have no Chance for his Stroke, in that Case, the Striker and his Adversary's Balls must be placed in the same Position, or as near as possible thereto, and the Striker must play again.

XXIII. The Striker is obliged to pass his Adversary's Ball, more especially if he misses the Ball on Purpose; and his Adversary may, if he chuses, oblige him to place the Ball where it stood, and play until he has passed.

XXIV. If the Striker plays both Balls from his Mace or Cue, so that they touch at the same Time, it is deemed a foul Stroke; and if it is discovered by his Adversary, and a Dispute should arise thereon, he has an undoubted Right to appeal to the disinterested Company then present; and the Marker, if required, after demanding Silence, must go round the Table to each Person separately, and be particularly careful to ask, if he hath any Bet depending thereon,

RULES for the WHITE WINNING GAME. 9

thereon, if he understands the Game, and the Nature of the Dispute then in Question; and if determined by the Majority of the disinterested Company, and the Marker, if needful, to be a foul Stroke, then it is at his Adversary's Option (if not holed) either to play at the Ball, or take the Lead.

But if, by the above-mentioned Stroke, his Adversary doth not discover it to be a foul Stroke, then the Striker may reckon all the Points he made by the said Stroke, and the Marker is obliged to mark them.

XXV. No Person hath a Right to discover to the Player, whether the Stroke is fair or foul, until it is asked.

XXVI. If by a foul Stroke the Striker should hole his Adversary's Ball, he loses the Lead.

XXVII. If by a foul Stroke the Striker holes his own or both Balls, or forces his own or both Balls over the Table, or on a Cushion, he loses two Points.

XXVIII. If the Striker plays on a Ball when it is running or moving, it is deemed as a foul Stroke. [Vide Article XXIV.]

XXIX. If the Striker plays with both Feet off the Ground, without the Permission of his Adversary, it is deemed a foul Stroke. [Vide Article XXIV.]

XXX. If the Striker plays with a wrong Ball, he loses the Lead, if his Adversary requires it.

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XXXI. If the Balls should be changed in a Hazard, or on a Game, and it is not known by which Party, the Hazard must be played out by each Party with their different Balls, and then changed.

XXXII. If the Striker plays with his Adversary's Ball, and holes, or forces the Ball he played at over the Table, &c. it is deemed a foul Stroke. [Vide Article XXIV.]

XXXIII. If the Striker plays with his Adversary's Ball, and holes or forces the Ball he played with over the Table, &c. he loses two Points; and if he missed the Ball, three Points.

XXXIV. If the Striker plays with his Adversary's Ball, and misses it, he loses one Point; and if his Adversary discovers that he hath played with the wrong Ball, he may part the Balls, and take the Lead if he pleases.

XXXV. In all the before-mentioned Cases of the Strikers playing with the wrong Ball (if discovered) his Adversary must play with the Ball the Striker played at throughout the Hazard, or part the Balls, and take the Lead.

XXXVI. Whoever stops a Ball when running, with Hand, Stick, or otherwise, loses the Lead, if his Adversary don't like the Ball he has to play at the next Stroke. [Vide Article XXIV.]

XXXVII. Whoever retains his Adversary's Stick when playing, it is deemed foul. [Vide Article XXIV.]

XXXVIII.

RULES for the WHITE WINNING GAME. II

XXXVIII. If the Striker stops or puts his own Ball out of its Course, when running towards either of the Holes, and if adjudged by the Marker, and the disinterested Company then present, to be going into a Pocket, if he missed the Ball, he loses one Point, and if going into a Hole by the same Strokes, three Points.

XXXIX. If the Striker stops or puts his Adversary's Ball out of the Course when running towards or into a Hole, or puts his Adversary's Ball into a Hole, it is deemed a foul Stroke. [Vide Article XXIV.]

N. B. If the Adversary doth the same as in the foregoing Rules, he is subjected to the same Penalties as the Striker.

XL. He who shakes the Table when the Ball is running, makes it a foul Stroke. [Vide Article XXIV.]

XLI. He who throws his Stick upon the Table, so as apparently to be of any Detriment to his Adversary, makes it a foul Stroke. [Vide Article XXIV.]

XLII. He who blows on the Ball when running, makes it foul. [Vide Article XXIV.] and if his own Ball was running towards or near the Hole, he loses two Points.

XLIII. He who leaves the Game before it is finished, and will not play it out, loses the Game.

XLIV. Any Person may change his Mace or Cue in playing, unless otherwise previously agreed on.

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XLV. When two Persons are at play, and no particular Terms of Agreement have been made, neither Party has a Right to object to either Mace or Cue being played with in the said Game.

XLVI. When the Parties agree to play Mace against Cue, the Mace Player hath no Right to use a Cue, nor has the Cue Player any Right to use a Mace during the Game or Match, without Permission from his Adversary.

XLVII. When a Person agrees to play with the Cue, he must play every Ball within his Reach with the Point thereof, and if he agrees to play with the Butt of the Cue, he has no Right to play with the Point thereof, without Permission from his Adversary.

XLVIII. When the Parties agree to play Point and Point of the Cue, neither of them have a Right to use a Butt during the Game or Match, without Permission, &c. but they have a Right to play with the Point of a long Cue over a Mace, &c.

XLIX. When the Parties agree to play, all Point with the same Cue, they have no Right to use any other during the Game or Match.

L. Whoever proposes to part the Balls, and his Adversary agrees to it, the Proposer thereof loses the Lead.

LI. Two Missings do not make a Hazard, unless it is previously agreed on to the contrary.

LII. In all Cases, the Betters are to abide by the Players on the Determination of the Hazard,

RULES *for the* WHITE WINNING GAME. 13

zard, or on the Game ; and the Betters have a Right to demand their Money when the Game is over, to prevent Disputes.

LIII. Every Person ought to be very attentive, and listen for the Stroke, before he opens the Door of a Billiard Room.

LIV. The Striker has a Right to command his Adversary not to stand facing him, nor near him, so as to annoy or molest him in the Stroke.

LV. Each Party is to attend to his own Game, and not to ask—If his Adversary's Ball be close?—If he touches his Ball?—If he can go round the Ball?—nor any Question of the like Tendency ; nor is any Person to be set right, if going to play with the wrong Ball.

LVI. Those Persons who do not play, must stand from the Table, and give Room for the Players to pass round the Table, to make the Stroke.

LVII. The Parties who play ought to be particularly careful and attentive to the Hazard or the Game, more especially when any Betts are depending thereon.

LVIII. No Person in the Room has a Right to lay more than the Odds on a Hazard or on a Game. But if he offends for Want of Knowledge of the Game, he should appeal to the Marker ; or to the Table of the Odds, which ought to be hung up in the Billiard Room for Inspection.

LIX. Each Person who proposes a Bett, should name the Sum he intends to lay, and
should

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should likewise be very careful not to offer a Bett when the Striker has taken his Aim, or is going to strike, least it may disturb or interrupt him in the Stroke.

LX. No Bett ought to be proposed on any Stroke (at the Losing Game especially) that may be supposed to have any Tendency to lessen or to influence the Judgment of the Player.

LXI. If any Betts are laid on the Hazard, and the Game is eleven, and the Striker loses the Game by a Miss, and should afterwards go into a Hole, it cannot be a Hazard, the Game being out by the Miss.

LXII. If A proposes a Bett, which is accepted by B, it must be confirmed by A, otherwise it is no Bett.

LXIII. When four Persons play, the Game is fifteen in Number, and each Party has a Right to consult with and direct his Partner in any Thing respecting the Game, &c. and the Party who makes two Missings before a Hazard is made, is out, and it is his Partner's Turn to play; but if after the two Missings have been made by the Party, his Adversary should hole a Ball, so as to make a Hazard, the Stroke following the said two Missings have been made, yet the Party who did not make the two Missings is to play, as he cannot be supposed to be out, who has not made a Stroke.

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WHEN a Person is tolerably well acquainted with the Winning Game, he should then learn the Losing Game (the Reverse of the Winning) which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke should be played, either to defend, or to make a Hazard: for if a Person who has a competent Knowledge of the Game, should not have a Hazard to play at, he must endeavour to lay his own Ball in such a Position, that his Adversary may not have one to play at the next Stroke. For a Losing Game Hazard is much more easy to be made, when well understood, than a Winning Game Hazard is in general.

WHITE LOSING GAME.

Twelve in Number.

I. **W**HEN you begin, you must string for the Lead, and the Choice of the Balls, the same as in the Rules for leading at the White Winning Game.

II. If the Striker misses the Ball, he loses one; and if his Ball goes into a Hole by the same Stroke, he loses three Points.

III. If the Striker holes his Adversary's Ball, he loses two Points.

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IV. Forcing either or both the Balls over the Table, or on a Cushion, reckons nothing, and the Striker loses the Lead.

V. If the Striker misses his Adversary's Ball, and forces his own Ball over the Table, &c. he loses one Point and the Lead.

VI. Either of the Parties forcing over either or both the Balls, reckons nothing, and the Striker loses the Lead.

VII. If the Striker holes his own Ball, he wins two Points.

VIII. If the Striker holes both Balls, he wins four Points.

IX. If the Striker holes either of the Balls, and forces the other over the Table, &c. he loses the Lead only.

The rest of the Articles of Regulations, &c. as in the Winning Game, are likewise to be observed.

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THE Red or Carambole Winning Game is full of Variety; and there being so many Chances in it, which make it a Game of great Uncertainty, the Odds of it are not calculated, but are generally laid according to Fancy, or to the Custom of the Tables where they are usually played at.

RED, OR CARAMBOLE WINNING GAME.

Sixteen in Number.

I. **W**HEN you begin, you must string for the Stroke and the Choice of the Balls, the same as in the Rules for leading, &c. in the Winning Game.

II. A Red Ball is to be placed on a Spot made for that Purpose, in the Centre between the stringing Nails or Spots, at one End of the Table.

III. The White or the Striker's Ball is to be played from a Spot made for that Purpose in the Centre, between the stringing Nails or Spots at the other End of the Table.

IV. After the first Striker hath played, his Adversary is to play next, and so on alternately throughout the Game.

V. When the Red Ball has been holed or forced over the Table, &c. it must be placed
on

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on the same Spot where it originally stood at the Beginning of the Game.

VI. When either of the white Balls has been holed, &c. it must be placed and played from the same Spot where it stood at the Beginning of the Game, when it is the Striker's Turn to play.

VII. If the Striker misses both the Balls, he loses one Point.

VIII. If the Striker misses both the Balls, and holes his Ball, he loses three Points.

IX. If the Striker hits the Red and his Adversary's Ball with his own Ball he played with, he wins two Points; which Stroke is called a Carambole, or for Shortness, a Carrom.

X. If the Striker holes his Adversary's white Ball, he wins two Points.

XI. If the Striker holes the red Ball, he wins three Points.

XII. If the Striker holes the red and his Adversary's white Ball, by the same Stroke, he wins five Points. *N. B.* Two for the white, and three for the red Ball.

XIII. If the Striker makes a Carambole, and puts his Adversary's or the white Ball into a Hole, he wins four Points. *N. B.* Two for the Carambole, and two for the white Ball.

XIV. If the Striker makes a Carambole, and holes the red Ball, he wins five Points. *N. B.* Two for the Carambole, and three for holing the Ball.

XV. If

CARAMBOLE WINNING GAME. 19

XV. If the Striker makes a Carambole, and holes his Adversary's or the white Ball, and the red Ball, by the same Stroke, he wins seven Points. *N. B.* Two for the Carambole, two for the white, and three for the red Ball.

XVI. Forcing either or all the Balls over the Table, reckons nothing.

XVII. If the Striker forces his Adversary's, or the red Ball over the Table, and by the same Stroke should hole his own Ball, he loses nothing.

XVIII. If the Striker makes a Carambole, and forces either of the Balls over the Table by the same Stroke, he wins nothing.

XIX. If the Striker forces the red Ball over the Table, it must be immediately placed on its proper Spot.

XX. If the Striker forces either his own or his Adversary's Ball over the Table, or one of them into a Hole by the same Stroke, it reckons nothing of either Side; and the Ball or Balls must be placed on the proper Spot to play from, when it is each Striker's Turn to play.

XXI. If the Striker, in playing a Stroke, should make his Mace or Cue touch two Balls at the same Time, it is deemed a foul Stroke, and, if discovered by his Adversary, he wins nothing for any Points he made for the Stroke; and his Adversary, if he pleases, may break

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break the Balls; that is, by parting the Balls, and playing from the proper Spot on the Red Ball, as at the Beginning of the Game. But if, by the foregoing Stroke, which is deemed foul, his Adversary does not break the Balls, and play from the proper Spot, &c. then the Striker may reckon all the Points he made by the Stroke, and the Marker is obliged to reckon them.

XXII. No Person has a Right to discover to the Player whether the Stroke be fair or foul, until it is asked, unless they are playing a four Match; and in that Case, none but the Player and his Partner have a Right to ask it.

XXIII. If the Striker holes his own Ball by a foul Stroke, he either loses two or three Points (according to which Ball he struck first) by the Stroke.

XXIV. If the Striker makes a Carambole, and holes his own Ball, he wins nothing for the Carambole, and loses either two or three Points by the said Stroke, according to which Ball he struck first.

XXV. If the Striker makes a Carambole, and forces either of the Balls over the Table, he wins nothing by the Carambole.

XXVI. If the Striker is going to play with the wrong Ball, no Person in the Room has any Right to discover it to him, except his Partner, if they are playing a double Match.

XXVII. After a Red Ball has been holed or forced over the Table, the present Striker

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is bound to see the Ball placed on the proper Spot before he strikes, otherwise he can win no Points while the Ball is out of its Place; and the Stroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a white Ball has been holed or forced over the Table, the Striker is obliged to place his Ball on the proper Spot he is to play from, otherwise he can win no Points he made by the Stroke, which is likewise deemed foul. [See Art. XXI.]

XXIX. If after the Striker has made a Carambole, or holed his Adversary's, or the Red Ball, he should touch either of the Balls which remain on the Table with Hand, Stick, or otherwise, he can win no Points he made by the Stroke; and it is deemed a foul Stroke. [See Art. XXI.]

XXX. If the Striker plays with the wrong Ball, it is deemed a foul Stroke. [See Article XXI.]

XXXI. If the Striker plays with his Adversary's or the wrong Ball, and holes the Ball he played with, he either loses two or three Points, according to which Ball he struck first; and it is deemed a foul Stroke. [See Art. XXI.]

XXXII. If the Striker plays with his Adversary's or the wrong Ball, and should miss both the Balls, he loses one Point; and if the Ball should go into a Hole by the Stroke, he

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he loses three Points; and it is deemed a foul Stroke. [See Art. XXI.]

XXXIII. If either or both the Balls should be upon the Line, or within the stringing Nails or Spots where the White Ball is originally placed, after his Adversary's Ball is off the Table, it is called a Baulk; and the Striker, who is to play from the Spot, must strike the opposite Cushion, to make the Ball come back again to hit one of the Balls within the Baulk; which if he does not, he loses one Point; if he strikes the White Ball first, and holes his own Ball, he loses two Points; and if he strikes the Red Ball first, and holes his own Ball, he loses three Points.

XXXIV. If the Striker holes either or both the Balls, or makes a Carambole when the Balls are within the Baulk, he wins two, three, five, or seven Points, according to the Stroke.

XXXV. When the Striker plays from the Spot at either of the Balls within the Baulk, he is obliged to pass one of the Balls, otherwise it is no Stroke.

XXXVI. When the Striker's and the Red Ball are within the Baulk, he is not obliged to pass the Ball.

XXXVII. In either of the Cases of playing with the wrong Ball (if it is not discovered) the Striker may reckon all the Points he made by the Stroke, and the Marker is obliged to mark them.

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XXXVIII. If after the Red Ball has been holed or forced over the Table, either of the White Balls should lay upon or near the Spot, so that the Red Ball cannot be placed on its proper Spot without touching each other, the Marker must then hold the Red Ball in his Hand while the Striker plays at his Adversary's Ball; and the Red Ball must be immediately placed on its proper Spot, so that it may not prevent a Carambole, &c. from being made.

XXXIX. When either of the White Balls has been holed, and the Red or the White Ball should stand upon or so near the Spot that the Striker cannot place the Ball without touching each other, the Marker must hold the Red Ball in his Hand, &c. [See the foregoing Rule.]

XL. If either of the Balls should lay either before, behind, or on one Side of the Spot, so that the Striker can place his Ball without touching each other, he must play the Ball as he can from the Spot, neither of which Balls must be moved to make Way for him to play.

XLI. If the Striker should touch two Balls with his Mace or Cue, it is deemed a foul Stroke. [See Art. XXI.]

XLII. The Betters ought to be particularly careful in proposing any Betts before the Stroke at this Game, that may be supposed to have any Tendency to influence the Judgment of the Player.

XLIII.

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XLIII. No Person in the Room has any Right by Signs, Gestures, or otherwise, to discover to the Player how the Ball is to be played, whether the Stroke is in his Favour or not, (or after the Stroke hath been played) of any Error he hath committed in his Judgment; as a Stroke of the same Kind may happen in the same Hazard, or in the Game.

XLIV. Each Person who proposes a Bett should name the Sum he intends to lay, and should likewise be very careful not to propose a Bett when the Striker hath taken his Aim, or is going to strike, lest it may disturb or interrupt the Player in the Stroke.

The rest of the Articles of the Regulations, &c. as in the White Winning Game, are likewise to be observed.

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THE Red or Carambole Losing Game, requires greater Judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen sometimes to vary more than at the Winning Carambole Game, and especially if the Players do not properly understand the skilful Part of the Game.

RED, or CARAMBOLE LOSING GAME,

The Game is Sixteen in Number.

I. **T**HE Game begins in the same Manner as the Carambole Winning Game.

II. If the Striker misses both the Balls, he loses one Point.

III. If the Striker misses both Balls, and holes his own Ball by the same Stroke, he loses three Points.

IV. If the Striker hits the Red Ball first, and holes it, he loses three Points, and the Ball must be immediately replaced on its proper Spot.

V. If the Striker hits the White Ball first and holes it, he loses two Points.

VI. If the Striker holes the White and the Red Ball by the same Stroke, he loses five Points; viz. two for holing the White Ball, and three for holing the Red.

VII. If the Striker makes a Carambole, and holes either his Adversary's or the Red
B Ball

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Ball only, he wins nothing for the Carambole, and loses either two or three Points, according to which Ball he struck first.

VIII. If the Striker makes a Carambole, he wins two Points.

IX. If the Striker makes a Carambole, by striking the White Ball first, and should hole his own Ball by the Stroke, he wins four Points; *viz.* two for the Carambole, and two for holing his own Ball on the White.

X. If the Striker makes a Carambole by striking the Red Ball first, and by the Stroke should hole his own Ball, he wins five Points; *viz.* two for the Carambole, and three for holing his own Ball on the Red.

XI. If the Striker makes a Carambole by striking the White Ball first, and by that Stroke should hole his own and his Adversary's White Ball, he wins six Points; *viz.* two for the Carambole, two for holing his own Ball on the White, and two for holing his Adversary's or the White Ball.

XII. If the Striker makes a Carambole by striking the Red Ball first, and by the said Stroke should hole his own Ball, and his Adversary's White Ball, he wins seven Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, and two for holing his Adversary's White Ball.

XIII. If the Striker makes a Carambole by striking the White Ball first, and by the said Stroke should hole his own and the Red Ball,
he

he wins seven Points; *viz.* two for the Carambole, two for holing his own Ball on the White, and three for holing the Red Ball.

XIV. If the Striker makes a Carambole, by striking the Red Ball first, and by the said Stroke should hole his own and the Red Ball, he wins eight Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, and three for holing the Red Ball.

XV. If the Striker makes a Carambole by striking the White Ball first, and should hole his own Ball, and his Adversary's White and the Red Ball, he wins nine Points; *viz.* two for the Carambole, two for holing his own Ball on the White, two for holing his Adversary's White Ball, and three for holing the Red Ball.

XVI. If the Striker makes a Carambole by striking the Red Ball first, and by the said Stroke should hole his own Ball, and the Red and his Adversary's White Ball, he wins ten Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, three for holing the Red, and two for holing his Adversary's White Ball.

XVII. If the Striker holes his own Ball on the White Ball, he wins two Points.

XVIII. If the Striker holes his own Ball on the Red, he wins three Points.

XIX. If the Striker by striking the White Ball first should hole his own Ball and his Adversary's White Ball, he wins four Points;

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viz. two for holing his own Ball on the White, and two for holing his Adversary's White Ball.

XX. If the Striker, by striking the Red Ball first, should hole his own Ball and his Adversary's White Ball, he wins five Points; *viz.* three for holing his own Ball on the Red, and two for holing the White Ball.

XXI. If the Striker strikes his Adversary's White Ball first, and holes his own Ball and the Red, he wins five Points; *viz.* two for holing his own Ball on the White, and three for holing the Red Ball.

XXII. If the Striker strikes the Red Ball first, and holes his own Ball, and his Adversary's White Ball, he wins five Points; *viz.* three for holing his own Ball on the Red, and two for holing his Adversary's on the White Ball.

XXIII. If the Striker strikes his Adversary's White Ball first, and holes his own Ball, and his Adversary's White Ball, and the Red, by the same Stroke, he wins seven Points; *viz.* two for holing his own Ball on the White, two for holing his Adversary's White Ball, and three for holing the Red Ball.

XXIV. If the Striker strikes the Red Ball first, and holes his own Ball and the Red, and his Adversary's White Ball by the same Stroke, he wins eight Points; *viz.* three for holing his own Ball on the Red, three for holing the Red Ball, and two for holing the White Ball.

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CARAMBOLE LOSING GAME. 29

XXV. If the Striker strikes the Red Ball first, and holes his own and the Red Ball, he wins six Points; *viz.* three for holing his own Ball on the Red, and three for holing the Red Ball.

XXVI. The Betters ought to be particularly careful in proposing any Bets at this Game, that may be supposed to have any Tendency to pervert or to influence the Judgment of the Player.

N. B. The rest of the Rules and Regulations are likewise to be observed, as in the Rules for the Carambole Winning Game, &c.

FORTIFICATION BILLIARDS.

THE Method of playing I shall describe as nearly as possible : For the better comprehending which, the Editors have added two Copper Plates ; the first shews how the Forts, &c. are to be placed ; the other is a Plan of the Table when mounted, accurately measured, by which the various Angles are ascertained, and is calculated for the experienced Player.

First, There are ten Forts made of Wood, in the Form of Castles, which are to have Lead put in them for the Purpose of making them heavy, so that in playing the Balls they may not be moved from their Places.

In the Front of each Fort, at the Bottom, is an Arch, full wide and high enough to admit the Ball, which is to be put through it to attack the Fort. Within the Arch of each Fort a small Bell is hung, which must be made to ring by the Adversary's attacking Ball, otherwise the Fort cannot be taken.

Secondly, The Pass through which each of the Adversary's attacking Balls must pass, before a Fort can be taken.

Lastly, The Grand Batteries, and ten Flags or Colours.

Two of the Forts, called the Grand Forts, are to be made larger than the rest, and to have an Arch cut through them of the Size the others have.

Five

FORTIFICATION BILLIARDS. 31

Five of the Forts, including one of the grand Forts, one of the Batteries, and five of the Flags or Colours are usually painted red, and the Forts and Battery are to be pointed like Brick-work, which Colour denotes them to be English; on each Fort one red Colour is to be hoisted on the Centre of the Front thereof.

The other five Forts, grand Fort included, Battery and Colours, are to be of a white Colour; the Forts and Battery to be pointed with black like Stone, are called French, one white Colour to be hoisted on each as before mentioned.

The Pass which serves for the Purpose of both Parties attacking Balls to go through, is to be made in the Form of the grand Forts, but rather longer for Distinction, and to have an Arch of the Size of the grand Forts, and is to be painted of different Colours; *viz.* one of the Ends where the Arch is, of a Red, to continue half way of each Side, and the same on the Top; the other End of the Arch is to be White, and to continue in the same Colour over the other Half as before.

There are likewise two Colours to be hoisted on the Pass, *viz.* one Red and the other White; the Red to be hoisted at the English End, and the White at the French End.

The Pass is to be placed in the Centre of the Table, the red End to face the English Forts, and the white End the French Forts.

The Limits of each Party's Quarter is from
B 4 the

32 FORTIFICATION BILLIARDS.

the End Cushion, where his Forts are placed, to his Pass on each Side of the Table.

The Red or English Forts are to possess one End of the Table, and is called the English Quarter.

The White or French Forts are to possess the other End of the Table, and is called the French Quarter.

The two Forts in each Quarter in the first Angle from the Pass, are to be taken first, which are therefore called the Advanced Forts.

The two Forts in the second Angle are to be taken next, which are called the Reserved Forts.

Lastly, the grand Fort, with the Battery placed before the same, is the last to be taken.

The Height of the Advanced and the Reserved Forts is to be five Inches and a Half, the Breadth and Length of the Advanced Forts five Inches to the Square, and the Length of the Reserved Forts is five Inches and a Half, and the Back of them to be rounded off.

The Height of the grand Forts is to be five Inches and a Half, the Breadth and Length six Inches and a Quarter. The Batteries are made in a triangular Form, the Height of them is three Inches, the Breadth at the Extremity is two Inches and a Half, and the Length three Inches and a Half.

The Height of the Pass is five Inches and a Half, the Breadth six Inches and a Quarter, and the Length Seven Inches.

The

FORTIFICATION BILLIARDS. 33

The Height of the Concave in the Forts where the attacking Ball must enter, is three Inches, the Breadth two Inches and a Half, the Depth two Inches and three Quarters.

The Bell which is to be within the Arch in each Fort, must be hung one Inch and a Half within it.

The Balls which are to be played with at this Game, are to be one Inch and three Eighths Diameter.

Description of the Plates.

The one is a Plan for placing the Forts, &c. &c. with the Distances measured; the other is also a Representation of the Superficies of a Billiard Table, with all the Forts and Castles properly placed.

- a a a* The Balls.
- b* The Pass.
- c c* Advanced Forts.
- d d* Reserved Forts.
- f* Grand Fort.
- g* Battery.

N. B. *These Forts, &c. for Fortification Billiards, are made accurately by Thomas Stokell, Billiard Table Maker, at No. 41, Great Castle-street, Cavendish-square; where Maces, Cues, and all Sporting Tables, may be had upon the best Construction.*

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FORTIFICATION BILLIARDS,

The Game is Twenty in Number.

I. **T**HE Game begins, he who strikes the opposite Cushion, and brings the Ball nearest the Cushion where he struck from, shall have the first Stroke, and have the Red (or English Side of the Forts) and must commence Hostilities, and begin the Attack.

II. Each Party has three Balls, *viz.* one attacking Ball and two defending Balls.

III. The Balls are placed on the Spots as appears; the attacking Ball is put in the Middle, the defending Balls on each Side thereof.

IV. The Ball for the Attack on the Red (or English Side of the Forts) must be spotted with Red, and the defending Balls with small black Circles.

V. The Ball for the Attack on the White (or French Side) of the Forts must be White, *i. e.* plain, and the two defending Balls eight black Spots on each Ball.

VI. Before you can attack any of the Forts, you must make the Pass.

VII. When you have made the Pass, you must take down your Adversary's Colours, and then attack either of his advanced Forts, which must be taken first.

VIII. If after you have made the Pass, you do not take down your Adversary's Colours, you must

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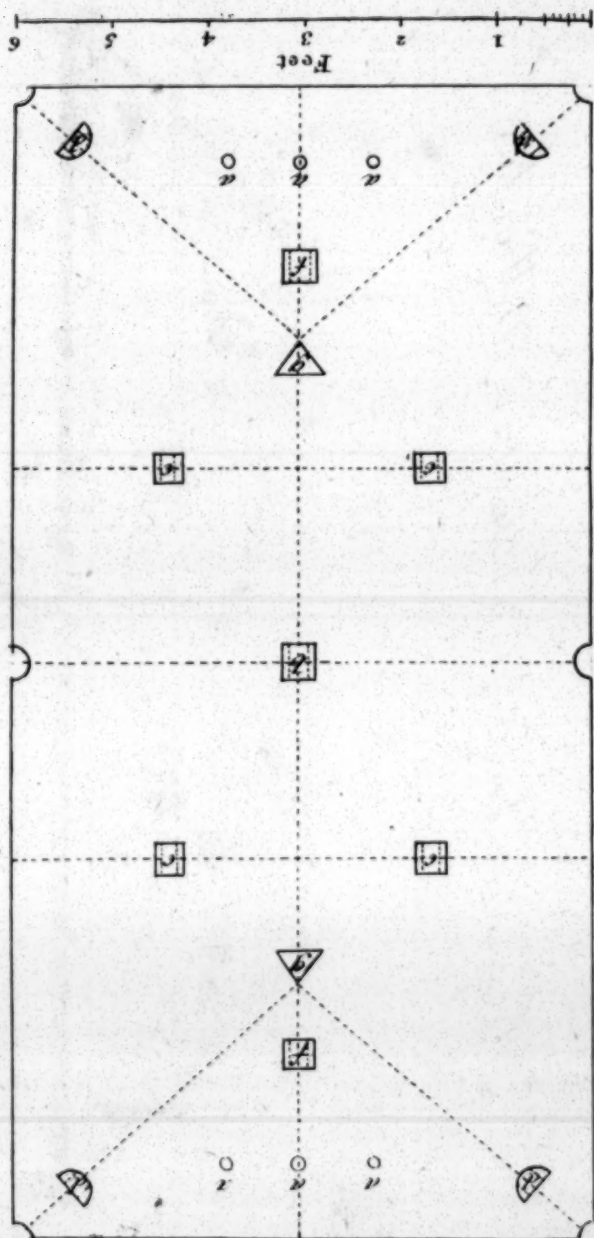
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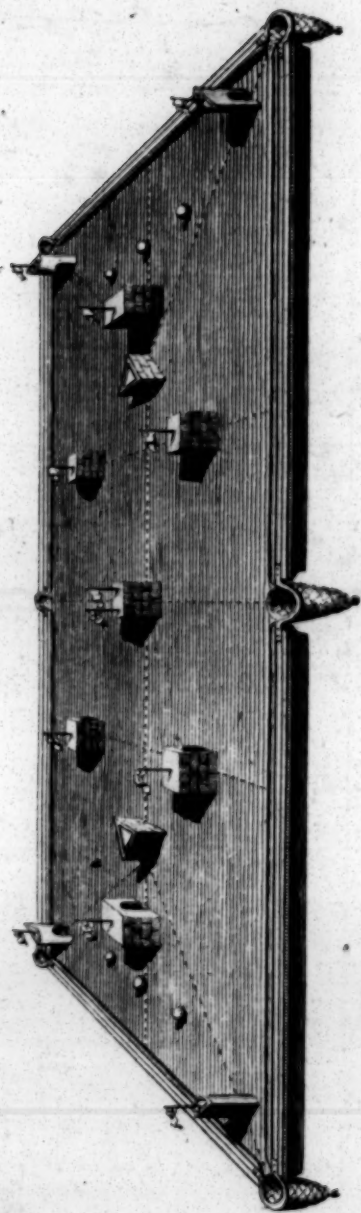
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Plan of Fortification Billiards.



Perspective View of Fortification Billiards.



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FORTIFICATION BILLIARDS. 35

must make the Pass again from your own Side of the Forts; but you must not return to the Spot.

IX. If you take either of your Adversary's Forts, after you have made the Pass, and have not taken down your Adversary's Pass Colours, you lose two Points, and must return to your Spot again.

X. After you have regularly made the Pass, and have taken a Fort, you must return to your middle Spot again.

Note. Regularly making the Pass, is when you have taken down your Adversary's Colours, conformable to Art. VII.

XI. When you have taken a Fort, you win four Points.

XII. If you do not take down your Adversary's Colours when you have taken his Fort, you are obliged to take the said Fort again, and must be put back those four Points you won by the same.

XIII. Missings at this Game reckon nothing.

XIV. After you have regularly made the Pass, you are not obliged to go through it again during the Game.

XV. In each Fort there is a Bell, which gives Notice at being taken; which Bell must be made to ring, otherwise the Fort is not taken.

XVI. The Besieged may defend his Forts, or may send his attacking Ball into the Assaulter's Quarter to attack his Forts.

XVII. The Besieger must take his Adversary's Forts with his attacking Ball.

36 FORTIFICATION BILLIARDS.

XVIII. If the Besieger should take his Adversary's Fort with either of his defending Balls, he loses two Points, and returns to his Spot again.

XIX. If the Striker plays with either of his Adversary's Balls, he loses two Points, and if he played on either of his own Balls, it must be put on its proper Spot again, if his Adversary requires it.

XX. Either Party may send his defending Ball or Balls into his Adversary's Quarter, if he pleaseth.

XXI. After having taken the two advanced Forts, you must take the two other Forts in the next Angle, which are called the Reserv'd Forts, and lastly the Grand Fort.

XXII. He who does not take the Forts according to the above Direction, and takes either of the last for the first, loses two Points, and must return to the proper Spot again.

XXIII. After a Fort hath been taken, or a Ball holed or forced over the Table, the Striker is bound to place, or to see the Ball placed on its proper Spot; and if he doth not, he shall reckon nothing for any Forts, &c. he shall take during the Time the Ball is out of its Place.

XXIV. After having taken a Fort either by Storm or otherways, and his Adversary do take the said Ball out of the Fort, to place it or otherways, and although he doth not take down his Colours, nevertheless the said Fort is deem'd as taken, and the Colours are to be taken down.

N. B.

FORTIFICATION BILLIARDS. 37

N. B. Taking a Fort by Storm is, when the Party has made his utmost Effort to take it, and is so well defended and guarded by his Adversary, so that he is obliged to have Recourse to Stratagem, that is, by laying his Ball in a proper Angle, and striking the Ball against the End Cushion, and bringing the Ball back again into his Adversary's Fort.

XXV. If the Striker forces either of his Adversary's Balls into his own Fort which has not been taken, he makes him a Prisoner of War, and wins six Points.

XXVI. If the Striker forces either of his Adversary's Balls into his own Fort which has been taken, it is no Prisoner of War, but the said Striker wins two Points.

XXVII. If the Striker forces either of his Adversary's Balls into his Adversary's Fort, he wins two Points.

XXVIII. If the Striker holes either of his Adversary's Balls, or two, &c. for each Ball so holed he wins two Points.

XXIX. If the Striker holes his own Ball or Balls, for each Ball so holed he loses two Points.

XXX. If the Striker forces his Adversary's Ball or Balls over the Table, or on a Fort or Cushion, for each Ball he wins two Points.

XXXI. If the Striker forces his own Ball or Balls over the Table, or, &c. for each Ball he loses two Points.

XXXII. If the Striker forces his Adversary's
Ball

38 FORTIFICATION BILLIARDS.

Ball over the Table, or on a Fort or Cushion, or into a Hole, and regularly takes his Adversary's Fort by the same Stroke, he wins six Points. But if by the same Stroke, the Striker's Ball should go into a Fort which hath been taken, or is out of the Angle, he loses two Points.

XXXIII. If the Striker holes his own or his Adversary's Ball, or forces them over the Table, or on a Fort or Cushion, he loses two Points.

XXXIV. If the Striker forces his Ball into any of his own or Adversary's Forts which hath been taken, or into any of his Adversary's Forts out of the Angle, he loses two Points.

XXXV. When a Ball is holed or forced over the Table, or on, &c. such Ball is to be placed on its proper Spot; but if it happens that the Spot should be occupied by another Ball, in such Case the Ball is to be placed behind it, so as not to touch the Ball.

XXXVI. Whoever takes a Fort after it has been regularly taken, and the Colours are down, loses two Points.

XXXVII. When the Striker's Adversary's Ball is out of Sight (that is, lying behind a Fort so that it cannot be seen) and the Striker hath a Fancy to strike the Cushion first, and hit the said Ball backwards, by giving Warning, saying, *I do not see*, if he should hit the said Ball he wins two Points; but if he should not hit the Ball, he loses two Points.

XXXVIII. If,

FORTIFICATION BILLIARDS. 39

XXXVIII. If, by the before-mentioned Stroke, the Striker should hit the Ball, and holes his own Ball, or forces it over the Table, or on a Fort or Cushion, or into either of his own Forts, or into either of his Adversary's Forts, which hath been taken *, or is out of the Angle, he loses two Points, and shall reckon nothing for hitting the said Ball.

XXXIX. If either of the Adversary's Balls should lay before either of the Striker's Forts, which hath not been taken, and the said Ball being out of Sight, hath a Fancy to strike the Cushion first, and hit the said Ball backwards, to make a Prisoner of War of his said Adversary's Ball, by saying, *I do not see*, if he hits the Ball he wins two Points, and if he makes a Prisoner of War of his Adversary's Ball, he wins six Points more, and his Adversary's Ball must return to its proper Spot again.

XL. When the Striker gives Warning, saying, *I do not see*, his Adversary, or the disinterested Company, have a Right to be Judges thereof, or the Marker, if any Dispute should arise thereon.

XLI. If the Striker holes, or, &c. either of his Adversary's defending Balls, it is at his Adversary's Option to place the said Ball on either of the proper Spots, if they are both vacant.

XLII. Whoever toucheth both Balls with Mace or Cue, it is deemed a foul Stroke;

* Out of the Angle—Vide XXI. and XXII.

therefore

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therefore he cannot reckon any Points he made by the said Stroke, if it is discovered and proved to be so by the disinterested Company and the Marker; but if it is not discovered, the Marker is obliged to reckon all the Points made by the Stroke. But if the said Stroke is proved to be foul, then it is at his Enemy's Option either to break the Balls, or to make him return to his proper Spot again.

XLIII. If the Striker makes a foul Stroke, and holes his own Ball, or forces it over the Table, &c. he loses two Points for each of his own Balls so holed or forced over the Table; and it is at his Adversary's Option to part the Balls, if he pleases.

XLIV. If the Striker moves the Ball, it must be put back to the proper Place it was moved from.

XLV. Whoever blows on his Enemy's or on his own Ball when running, it is deemed foul. [See Art. XLII.]

XLVI. If the Striker, by blowing on his own Ball, should put it out of its proper Course, especially when running near a Hole, he loses two Points; and it is deemed foul. [See Art. XLII.]

XLVII. Whoever stops a Ball with Stick or otherwise after the Stroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both Feet off the Ground, without Permission from his Enemy, it is deemed foul. [See Art. XLII.]

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ODDS AT BILLIARDS. 41

XLIX. Whoever plays upon a Ball when running, it is deemed foul. [See Art. XLII.]

L. Whoever retains his Adversary's Stick when playing, loseth two Points; besides it is foul. [See Art. XLII.]

LI. Whoever gets the first twenty Points, each Fort being regularly taken is four Points, wins the Game.

LII. When four Parties play a double Match, he who plays before his Turn loses two Points.

N. B. The Rest of the necessary Rules and Regulations are to be found in the Rules, &c. of the White Winning Game.

ODDS AT BILLIARDS.

Equal Players.

1 Love is	5 to 4	2 to 1 is	4 to 3
2 — — —	3 — 2	3 — —	3 — 2
3 — — —	7 — 4	4 — —	7 — 4
4 — — —	2 — 1	5 — —	2 — 1
5 — — —	5 — 2	6 — —	7 — 2
6 — — —	4 — 1	8 — —	9 — 1
7 — — —	9 — 2	9 — —	10 — 1
8 — — —	10 — 1	10 — —	32 — 1
9 — — —	11 — 1	11 — —	36 — 1
10 — — —	36 — 1		
11 — — —	40 — 1		

3 to 2

40 FORTIFICATION BILLIARDS.

therefore he cannot reckon any Points he made by the said Stroke, if it is discovered and proved to be so by the disinterested Company and the Marker; but if it is not discovered, the Marker is obliged to reckon all the Points made by the Stroke. But if the said Stroke is proved to be foul, then it is at his Enemy's Option either to break the Balls, or to make him return to his proper Spot again.

XLIII. If the Striker makes a foul Stroke, and holes his own Ball, or forces it over the Table, &c. he loses two Points for each of his own Balls so holed or forced over the Table; and it is at his Adversary's Option to part the Balls, if he pleases.

XLIV. If the Striker moves the Ball, it must be put back to the proper Place it was moved from.

XLV. Whoever blows on his Enemy's or on his own Ball when running, it is deemed foul. [See Art. XLII.]

XLVI. If the Striker, by blowing on his own Ball, should put it out of its proper Course, especially when running near a Hole, he loses two Points; and it is deemed foul. [See Art. XLII.]

XLVII. Whoever stops a Ball with Stick or otherwise after the Stroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both Feet off the Ground, without Permission from his Enemy, it is deemed foul. [See Art. XLII.]

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ODDS AT BILLIARDS. 41

XLIX. Whoever plays upon a Ball when running, it is deemed foul. [See Art. XLII.]

L. Whoever retains his Adversary's Stick when playing, loseth two Points; besides it is foul. [See Art. XLII.]

LI. Whoever gets the first twenty Points, each Fort being regularly taken is four Points, wins the Game.

LII. When four Parties play a double Match, he who plays before his Turn loses two Points.

N. B. The Rest of the necessary Rules and Regulations are to be found in the Rules, &c. of the White Winning Game.

ODDS AT BILLIARDS.

Equal Players.

1 Love is	5 to 4	2 to 1 is	4 to 3
2 — — —	3 — 2	3 — —	3 — 2
3 — — —	7 — 4	4 — —	7 — 4
4 — — —	2 — 1	5 — —	2 — 1
5 — — —	5 — 2	6 — —	7 — 2
6 — — —	4 — 1	8 — —	9 — 1
7 — — —	9 — 2	9 — —	10 — 1
8 — — —	10 — 1	10 — —	32 — 1
9 — — —	11 — 1	11 — —	36 — 1
10 — — —	36 — 1		
11 — — —	40 — 1		

3 to 2

42 ODDS AT BILLIARDS.

3 to 2 is	5 to 4	6 to 5 is	3 to 2
4 — —	8 — 5	7 — —	7 — 4
5 — —	9 — 5	8 — —	3 — 1
6 — —	3 — 1	9 — —	4 — 1
7 — —	7 — 2	10 — —	9 — 1
8 — —	6 — 1	11 — —	21 — 2
9 — —	7 — 1		
10 — —	21 — 1	7 to 6 is	4 to 3
11 — —	22 — 1	8 — —	2 — 1
		9 — —	5 — 2
4 to 3 is	7 to 5	10 — —	5 — 1
5 — —	8 — 5	11 — —	11 — 2
6 — —	5 — 2		
7 — —	3 — 1	8 to 7 is	7 to 4
8 — —	5 — 1	9 — —	2 — 1
9 — —	6 — 1	10 — —	9 — 2
10 — —	20 — 1	11 — —	5 — 1
11 — —	21 — 1		
		9 to 8 is	5 to 4
5 to 4 is	5 to 4	10 — —	11 — 4
6 — —	7 — 4	11 — —	3 — 1
7 — —	2 — 1		
8 — —	4 — 1	10 to 9 is	9 to 4
9 — —	9 — 2	11 — —	5 — 2
10 — —	21 — 2		
11 — —	12 — 1	11 to 10 or according	
		to the Stroke.	

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ODDS AT BILLIARDS. 43

When a Person who gives one Point to another, is,

1	All	is	5	to	4
2	to 1	—	3	—	2
3	—	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	36	—	1
11	—	—	40	—	1

2	All	is	5	to	4
3	to 2	—	3	—	2
4	—	—	7	—	4
5	—	—	2	—	1
6	—	—	7	—	2
7	—	—	4	—	1
8	—	—	9	—	1
9	—	—	10	—	1
10	—	—	25	—	1
11	—	—	26	—	1

3	All	is	5	to	4
4	to 3	—	3	—	2
5	—	—	7	—	4
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	6	—	1
9	—	—	13	—	2
10	—	—	21	—	1
11	—	—	22	—	1

4	All	is	5	to	4
5	to 4	—	7	—	5
6	—	—	2	—	2
7	—	—	11	—	5
8	—	—	9	—	2
9	—	—	5	—	1
10	—	—	12	—	1
11	—	—	13	—	1

5	All	is	5	to	4
6	to 5	—	8	—	5
7	—	—	9	—	5
8	—	—	4	—	2
9	—	—	9	—	2
10	—	—	10	—	1
11	—	—	11	—	1

6 All

44 ODDS AT BILLIARDS.

6 All is 6 to 5	8 All is 7 to 6
7 to 6 — 7 — 5	9 to 8 — 4 — 3
8 — — 5 — 2	10 — — 3 — 1
9 — — 11 — 4	11 — — 7 — 2
10 — — 11 — 2	
11 — — 6 — 1	9 All is 7 to 6
	10 to 8 — 5 — 2
	11 — — 11 — 4
7 All is 6 to 5	10 All is 8 to 7
8 to 7 — 9 — 5	11 to 10; or according to the Stroke.
9 — — 9 — 4	
10 — — 5 — 1	
11 — — 11 — 2	

*When a Person who gives Two Points to another,
is,*

1 to 2 is 5 to 4	3 to 2 is 7 to 4
2 All — 3 — 2	4 — — 2 — 1
3 to 2 — 7 — 4	5 — — 5 — 2
4 — — 2 — 1	6 — — 4 — 1
5 — — 5 — 2	7 — — 9 — 2
6 — — 4 — 1	8 — — 10 — 1
7 — — 9 — 2	9 — — 21 — 1
8 — — 10 — 1	10 — — 30 — 1
9 — — 11 — 1	11 — — 31 — 1
10 — — 31 — 1	
11 — — 32 — 1	

3 All

ODDS AT BILLIARDS. 45

3 All is 3 to 2	6 All is 4 to 3
4 to 3 — 7 — 4	7 to 6 — 3 — 2
5 — — 2 — 1	8 — — 5 — 2
6 — — 7 — 2	9 — — 3 — 1
7 — — 4 — 1	10 — — 11 — 2
8 — — 9 — 1	11 — — 6 — 1
9 — — 10 — 1	
10 — — 26 — 1	7 All is 4 to 3
11 — — 27 — 1	8 to 7 — 2 — 1
	9 — — 5 — 2
4 All is 7 to 5	10 — — 5 — 1
5 to 4 — 8 — 5	11 — — 11 — 2
6 — — 5 — 2	
7 — — 11 — 4	8 All is 5 to 4
8 — — 5 — 1	9 to 8 — 7 — 5
9 — — 11 — 2	10 — — 3 — 1
10 — — 20 — 1	11 — — 7 — 2
11 — — 21 — 1	
	9 All is 5 to 4
5 All is 7 to 5	10 to 9 — 11 to 4
6 to 5 — 7 — 4	11 — — 3 — 1
7 — — 2 — 1	
8 — — 9 — 2	10 All is 6 to 5
9 — — 5 — 1	11 to 10; or according to the Stroke.
10 — — 15 — 1	
11 — — 16 — 1	

When

All

46 ODDS AT BILLIARDS.

When a Person who gives Three Points to another,
is,

1	to	3	is	5	to	4
2	—	—		3	—	2
3	All	—		7	—	4
4	to	3	—	2	—	1
5	—	—		5	—	2
6	—	—		4	—	1
7	—	—		9	—	2
8	—	—		10	—	1
9	—	—		11	—	1
10	—	—		21	—	1
11	—	—		22	—	1

4	All	is	8	to	5	
5	to	4	—	9	—	5
6	—	—		3	—	1
7	—	—		7	—	2
8	—	—		7	—	1
9	—	—		8	—	1
10	—	—		20	—	1
11	—	—		21	—	1

5	All	is	8	to	5	
6	to	5	—	5	—	2
7	—	—		3	—	1
8	—	—		6	—	1
9	—	—		13	—	2
10	—	—		19	—	1
11	—	—		20	—	1

6	All	is	3	—	2	
7	to	6	—	7	—	4
8	—	—	7	—	2	
9	—	—	4	—	1	
10	—	—	6	—	1	
11	—	—	13	—	2	

7	All	is	3	to	2	
8	to	7	—	5	—	2
9	—	—	3	—	1	
10	—	—	11	—	2	
11	—	—	6	—	1	

8	All	is	4	to	3
9	to	8	—	3	— 2
10	—	—		7	— 2
11	—	—		4	— 1

9	All	is	4	to	3	
10	to	9	—	3	—	1
11	—	—		7	—	2

10 All is 5 to 4
11 to 10; or according to the Stroke.

When

1	to	3
2	—	—
3	—	—
4	—	—
5	—	—
6	—	—
7	—	—
8	—	—
9	—	—
10	—	—
11	—	—

5	All	is
6	to	—
7	—	—
8	—	—
9	—	—
10	—	—
11	—	—

6	All	is
7	to	—
8	—	—
9	—	—
10	—	—
11	—	—

When

ODDS AT BILLIARDS. 47

*When a Person who gives Four Points to another,
is,*

1	to	4	is	5	to	4
2	—	—		3	—	2
3	—	—		7	—	4
4	—	—		2	—	1
5	—	—		5	—	2
6	—	—		4	—	1
7	—	—		9	—	2
8	—	—		8	—	1
9	—	—		9	—	1
10	—	—		26	—	1
11	—	—		27	—	1

5	All	is	2	to	I	
6	to	5	—	7	—	2
7	—	—		4	—	I
8	—	—		7	—	I
9	—	—		8	—	I
10	—	—		24	—	I
11	—	—		25	—	I

6	All	is	7	to	4
7	to	6	—	2	—
8	—	—	5	—	—
9	—	—	11	—	2
10	—	—	15	—	—
11	—	—	16	—	—

7	All	is	7	to	4
8	to	7	—	4	— I
9	—	—		9	— 2
10	—	—		13	— I
11	—	—		14	— I

8	All	is	8	to	5
9	to	8	—	9	— 5
10	—	—		4	— 1
11	—	—		9	— 2

9	All	is	8	to	5
10	to	9	—	7	— 2
11	—	—		4	— 1

10 All is 3 to 2
11 to 10 according to
the Stroke.

When

48 ODDS AT BILLIARDS.

When a Person who gives Five Points to another,
is,

1 to 5 is	5 to 4	7 All is	5 to 2
2 — — 3 — 2		8 to 7 — 4 — 1	
3 — — 7 — 4		9 — — 11 — 4	
4 — — 2 — 1		10 — — 13 — 1	
5 — — 5 — 2		11 — — 14 — 1	
6 — — 4 — 1			
7 — — 9 — 2		8 All is	2 to 4
8 — — 8 — 1		9 to 8 — 5 — 2	
9 — — 9 — 1		10 — — 11 — 4	
10 — — 24 — 1		11 — — 6 — 1	
11 — — 25 — 1			
<hr/>		9 All is	2 to 1
6 All is	5 to 2	10 to 9 — 4 — 1	
7 to 6 — 3 — 1		11 — — 11 — 2	
8 — — 11 — 1			
9 — — 6 — 1		10 All is	8 to 5
10 — — 14 — 1		11 to 10 according	
11 — — 15 — 1		to the Stroke.	
<hr/>			

When a Person who gives Six Points to another,
is,

6 All is	3 to 1	7 All is	3 to 1
7 to 6 — 7 — 2		8 to 7 — 11 — 2	
8 — — 6 — 1		9 — — 6 — 1	
9 — — 7 — 1		10 — — 14 — 1	
10 — — 15		11 — — 15 — 1	
11 — — 16			
<hr/>			

8 All

ODDS AT BILLIARDS. 49

8 All is	5 — 2
9 to 8 —	11 — 4
10 — —	6 — 1
11 — —	7 — 1

9 All is	5 to 2
10 to 9 —	5 — 1
11 — —	6 — 1

10 All —	2 — 1
11 to 10 or according to the Stroke.	

When a Person who receives One Point from another, is,

2 Love is	4 to 3
3 — —	3 — 2
4 — —	7 — 4
5 — —	2 — 1
6 — —	7 — 2
7 — —	4 — 1
8 — —	9 — 1
9 — —	10 — 1
10 — —	35 — 1
11 — —	36 — 1

When a Person who receives Two Points from another, is,

3 Love is	5 to 4
4 — —	8 — 5
5 — —	9 — 5
6 — —	3 — 1
7 — —	7 — 2
8 — —	8 — 1
9 — —	9 — 1
10 — —	26 — 1
11 — —	27 — 1

When a Person who receives Three Points from another, is,

4 Love is	7 to 5
5 — —	8 — 5
6 — —	11 — 4
7 — —	3 — 1
8 — —	7 — 1
9 — —	8 — 1
10 — —	25 — 1
11 — —	26 — 1

50 ODDS AT BILLIARDS.

When a Person who receives Four Points from another, is,

5 Love	is	7 to 5
6 —		2 — 1
7 —		5 — 2
8 —		6 — 1
9 —		7 — 1
10 —		15 — 1
11 —		16 — 1

When a Person who receives Five Points from another, is,

6 Love	is	7 to 4
7 —		2 — 1
8 —		5 — 1
9 —		6 — 1
10 —		14 — 1
11 —		15 — 1

When a Person who receives Six Points from another, is,

7 Love	is	3 to 2
8 —		4 — 1
9 —		5 — 1
10 —		11 — 1
11 —		12 — 1

When a Person who receives Two Points from another, is,

4 to 2	is	6 to 5
5 —		4 — 3
6 —		5 — 2
7 —		3 — 1
8 —		5 — 1
9 —		11 — 2
10 —		18 — 1
11 —		19 — 1

When a Person who receives Two Points from another, is,

6 to 4	is	4 to 3
7 —		3 — 2
8 —		3 — 1
9 —		7 — 2
10 —		9 — 1
11 —		10 — 1

When a Person who receives Two Points from another, is,

8 to 6	is	3 to 2
9 —		7 — 4
10 —		4 — 1
11 —		9 — 2

When

*When
cei
fro*

10 t

11 —

*When
cei
fro*

7 t

8 —

9 —

10 —

11 —

*When
cei
fro*

8 to

9 —

10 —

11 —

The C

ODDS AT BILLIARDS. 51

When a Person who receives Two Points from another, is,

10 to 8 is 3 to 1
11 — — 5 — 2

When a Person who receives Four Points from another, is,

7 to 4 is equal.
8 — — 2 to 1
9 — — 5 — 2
10 — — 7 — 1
11 — — 8 — 1

When a Person who receives Four Points from another, is,

8 to 6 is equal.
9 — — 5 — 4
10 — — 3 — 1
11 — — 7 — 2

When a Person who receives Four Points from another, is,

10 to 8 is 3 to 2
11 — — 7 — 4

When a Person who receives Four Points from another, is,

10 to 9 is 5 to 4
11 — — 3 — 2

When a Person who receives Six Points from another, is,

10 to 7 is 7 to 4
11 — — 2 — 1

When a Person who receives Six Points from another, is,

11 to 8 is 4 to 3

The Odds of a Hazard, when One Point is given, is according to the Stroke,

When 2 are given	6 to 5
— 3 —	5 — 4
— 4 —	3 — 2
— 5 —	8 — 5
— 6 —	2 — 1

The

52 ODDS AT BILLIARDS.

The full Odds that one Person does not get Two Hazards following, is,

—	—	—	—	3	to	1
3	Hazards	ditto	—	7	—	1
4	—	—	—	15	—	1
5	—	—	—	31	—	1
6	—	—	—	63	—	1

N. B. The Author continues to teach and improve Gentlemen, &c. in all the Games of Billiards herein specified; and may be heard of, by enquiring at the Half Moon, Clipstone Street, near Portland Road.

*** The Binder is to put the Plate after Page 34.*

F I N I S.



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